

Intermedial Object #1

by Dick Higgins

Construct what matches the following description:-

11. Size

Horse = 1, Elephant = 10. Object is at 6.

12. Shape

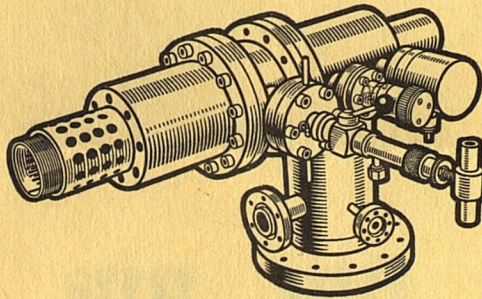
Shoe = 1, Mushroom = 10. Object is at 7.

13. Function

Food = 1, Chair = 10. Object is at 6.

14. Craftsmanship

Neat = 1, Profundity = 10. Object is at 3,



15. Taste

Lemon = 1, Hardware = 10. Object is at 5.

16. Decoration

Color = 1, Electricity = 10. Object is at 6.

17. Brightness

Sky = 1, Mahogany = 10. Object is at 4.

18. Permanence

Cake = 1, Joy = 10. Object is at 2.

19. Impact

Political = 1, Aesthetic = 10, Humorous = X10. Object is at 8 and is X7 up.

Photographs and movies of resulting objects may be sent to Something Else Press, Inc.,  
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# Delusions & Tribulations in the Grrayutt Society

by Glue Mama

## Meaning Game #1

Worker: Not responsible

Boss: Not responsible

Worker: Not responsible

(Etc., ad lib.)

## Meaning Game #2

Grey Flannel Innocent #1: Who, me?

Grey Flannel Innocent #2: Who, me?

Grey Flannel Innocent #1: Who, me?

Grey Flannel Innocent #2: Who, me?

(Etc., ad lib.)

## Meaning Game #3

Worker and Boss (together): Crush them. Crush them.  
Crush them. (Etc., ad lib., for as long as possible.)

## Meaning Game #4

Grey Flannel Innocent #1: I am indispensable.

Grey Flannel Innocent #2: I am indispensable.

Grey Flannel Innocent #1: I am indispensable.

Grey Flannel Innocent #2: I am indispensable.

(Etc., ad lib.)

## Meaning Game #5

Boss: I'm a poor man. Doesn't your heart bleed for me?

Worker: I'm a poor man. Doesn't your heart bleed for me?

Boss: I'm a poor man. Doesn't your heart bleed for me?

Worker: I'm a poor man. Doesn't your heart bleed for me?

(Etc., ad lib.)